

FIG. 3

56

56 a

Texture Mapping Software 56-1
Texture Morph Precompute 56-2
Texture Morph Compute 56-3
User interaction Software 56-4
Display Software 56-5
⋮

FIG. 3A

R_1	G_1	B_1	A_1
R_2	G_2	B_2	A_2
R_3	G_3	B_3	A_3
R_4	G_4	B_4	A_4

0-120

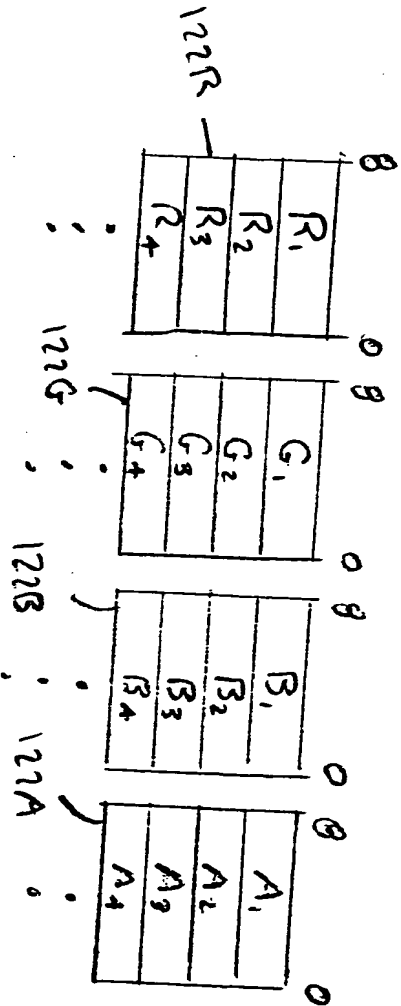
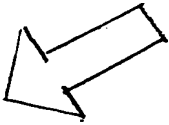


FIG 4 Offline Color Decomposition

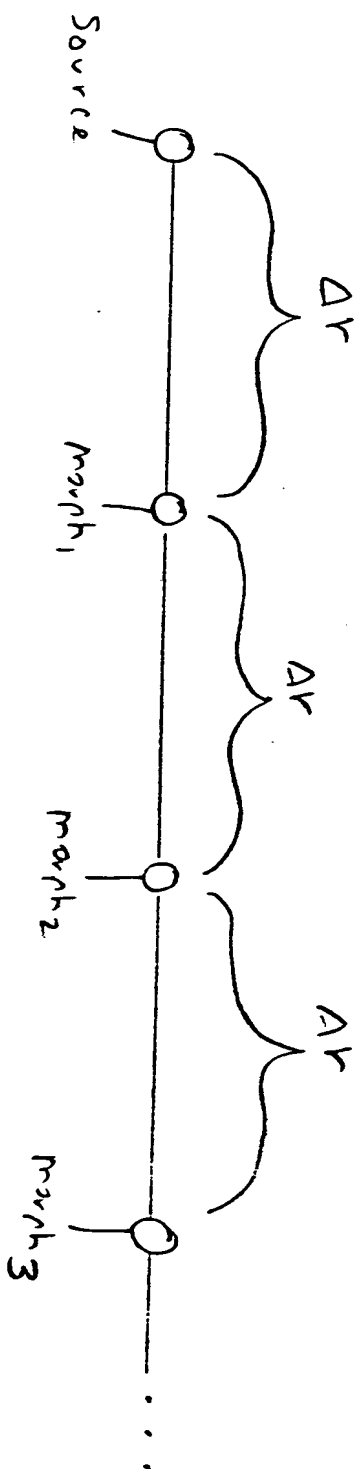


FIG. 5 Uniform Linear Model Interpolation

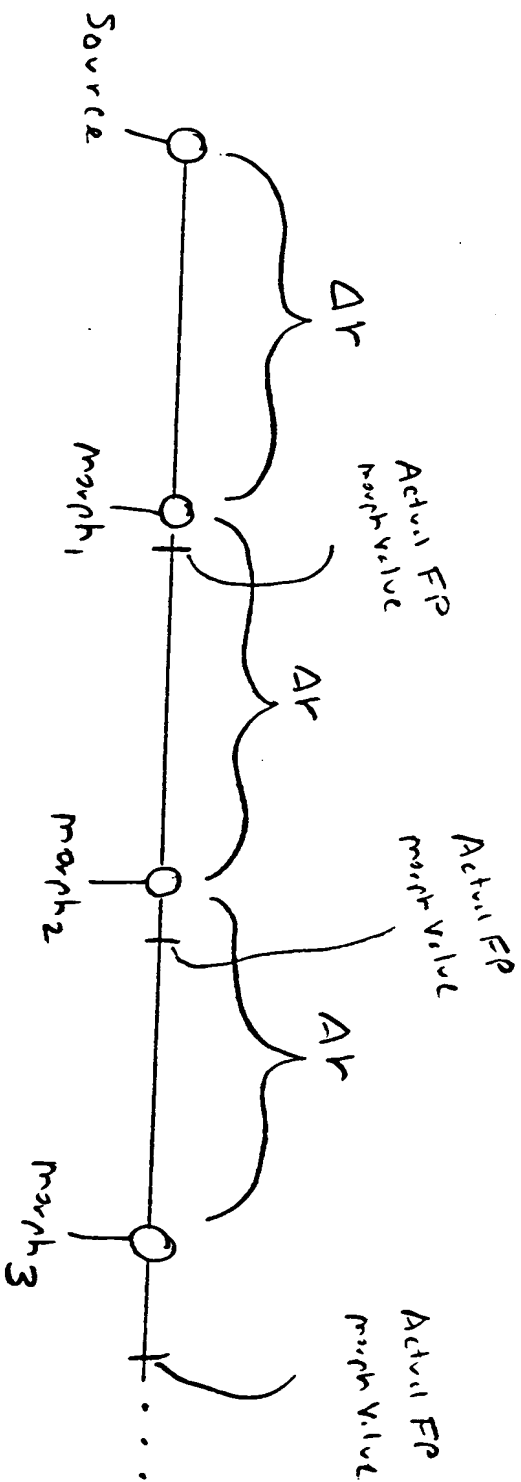


FIG. 5A Error Due to Integer Arithmetic

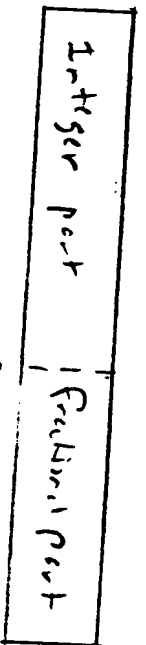
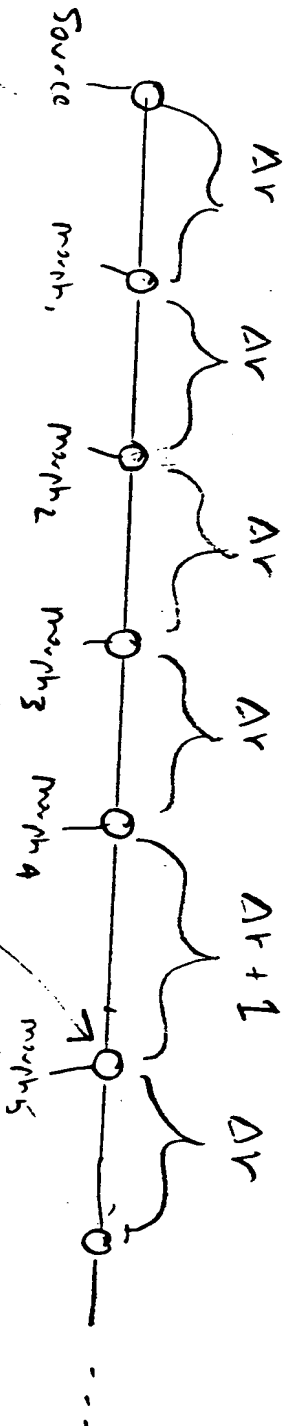


FIG. 5B Differential Parameter

FIG. 5C Integer Correlation Factor



From morph = 5

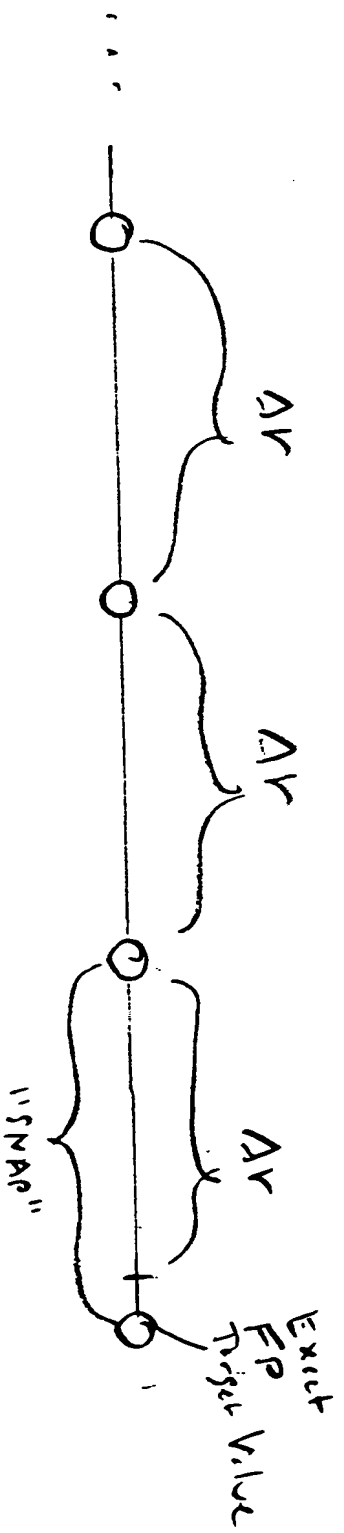


FIG. 5D "Snapping" to Power

Under-run Authority

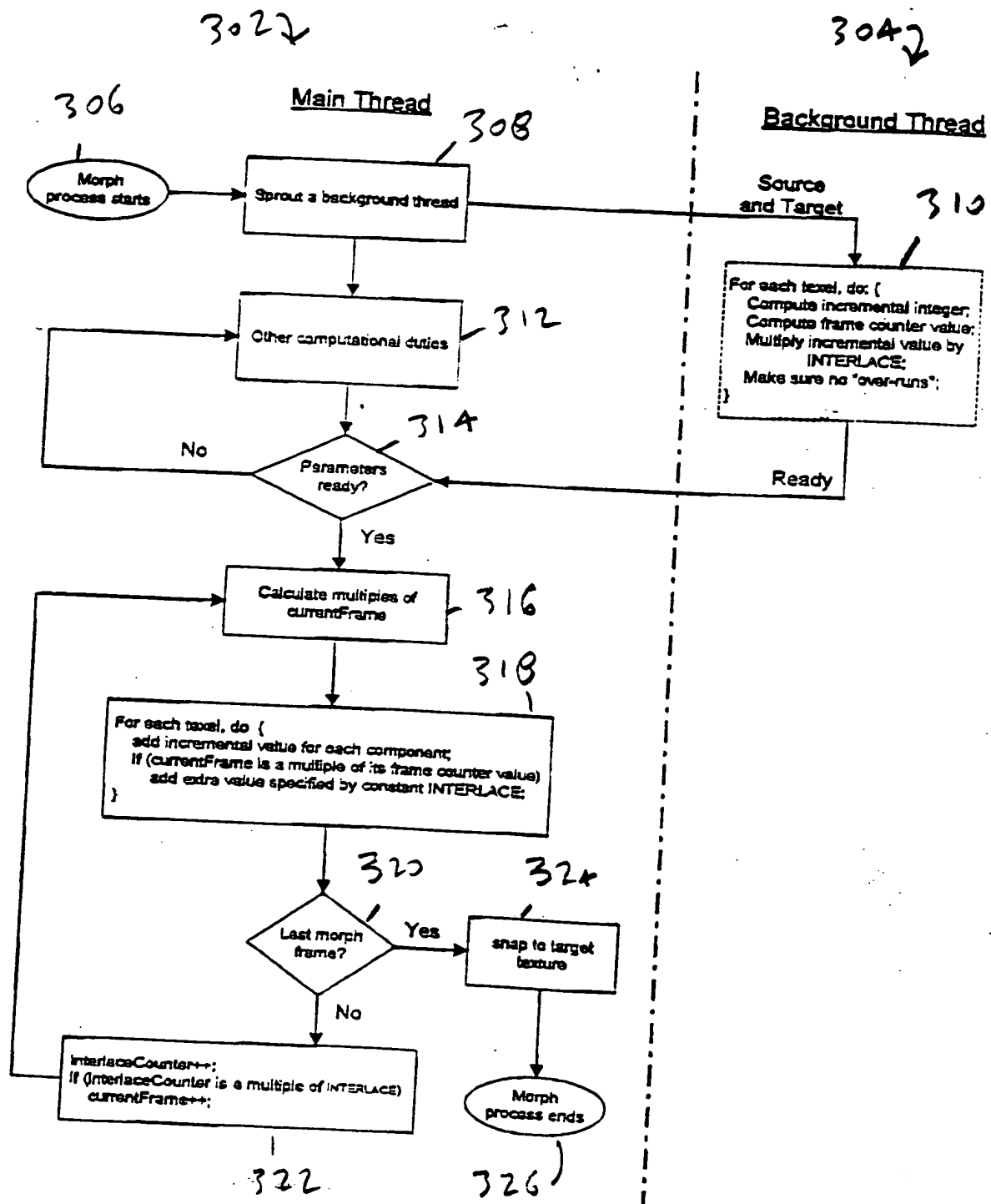


FIG. 7

Example Flowchart